

## IN THIS ISSUE

What do you do with a proto that's never been dumped before? p. 4

## NEW CHANGES TO eBay

>DAN LANGEVIN [dangevin](#)

**M**ore changes at eBay this month! Here's a quick rundown of what's a good deal, and what's simply not worth buying into. It's important to note that this article only applies to the Video Games category. While many changes have been made across-the-board to different categories; a focus is necessary to properly examine these changes.

### Fixed Price Revisions

In an effort to boost usage of the Fixed Price format, eBay's added new incentives – and fees – to the little-used format. The fees are easy to understand – they're more. Much more: 15% - matching Amazon's high seller fees, and more than any other format at eBay. But, to add value to this format, the Fixed Price listings only cost \$0.15 to list a game at ANY price level, they last thir-

ty days, and they still appear in-line with eBay auctions listings when a user's search finds it (Store listings go at the end). This "top billing" is interesting, but is it worth the extra 3% FVF + \$0.10-\$0.12 per item over the similar eBay Store format?

Additionally, eBay is offering a few other bonuses to entice people to try the format. If a seller lists using pre-filled item information between now and Xmas, they'll receive an additional \$0.10 off the listing fee – meaning you can list in-line with eBay auctions for just a nickel. Finally, if a seller offers FREE shipping, they'll double their Power Seller bonus. So if your DSR's are 4.6 or better and you'd receive a 5% rebate on your Final Value Fees, on any items for which you offered free shipping, you'd get 10% back instead. We'll get into the special discounts later...

For now, let's talk fees. Here's a chart to compare eBay Auctions, Fixed Price and Store listing total costs. The chart plots

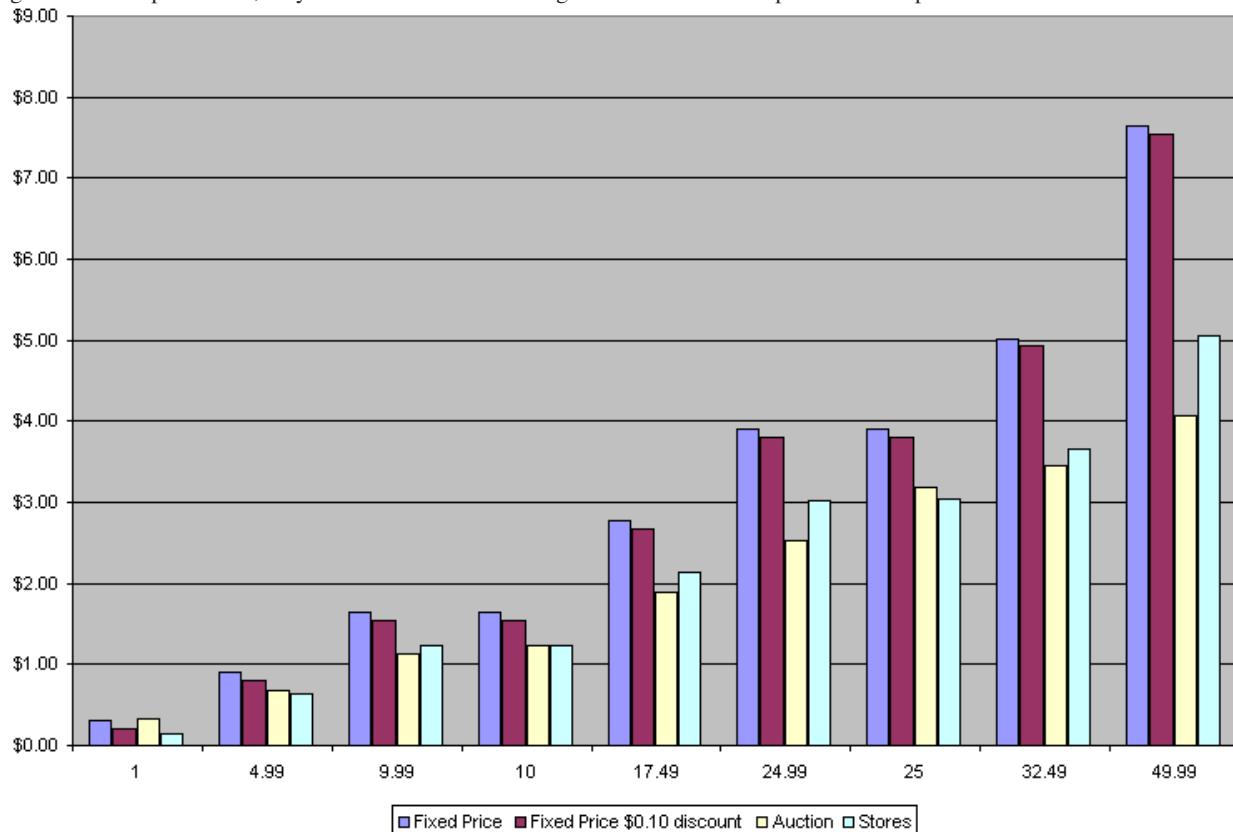


Letter from  
the Wizrobe-  
in-Chief

a point at the lower and upper end of each price plateau, and also a midpoint price. For instance, the Final Value Fee and listing fee for the Auction format changes between \$24.99 and \$25.00, so there is a data point at each to represent the extreme of each plateau as well as a point in-between on either side. The Y-axis is total cost to the seller (FVF + listing) and X shows the item's price. For simplicity's sake, we'll assume the listing price is the same as the closing price (first bid wins).

I stopped at \$49.99 because the bars still maintain the same relationship for all values above, even though the plateaus change multiple times. Auctions are cheapest, followed by Stores and finally Fixed Price. This is because when one does the actual math, one can see that the listing fee is really only a small fraction of the total fees paid to eBay for a listing. Giving even the \$0.10 discount in listing fees is a drop in the bucket compared to what you will pay out to eBay for most listings. The pre-filled item \$0.10 Fixed Price discount isn't worth the time spent programming it all on; you're still paying more to use the format...or are you?

What about the free shipping incentive? I've explained before how the Detailed



## PAGE 3

### > changes to eBay, cont.

Seller Rating discounts for Powersellers are tiny compared to the total fees paid – a standard 5% discount which most Powersellers achieve does NOT mean you subtract 5% from the normal 8.75% FVF. A percent of a percent requires multiplication: in fact, that discount is only 0.4375%, less than one half of one percent. Twice diddly is still squat.

Let me clarify with an example: Let's say you are achieving the virtually impossible-to-maintain DSR discount of 10% (all DSR's 4.8 or better), and you offer free shipping on a game that's priced at \$10 using eBay Auctions. This game costs \$2 postage to ship, not counting packaging (let's say you recycle an old padded mailer). The FVF you'll pay on \$10 is \$0.88, and your rebate will be 20%, or \$0.18. So, your listing just cost you \$0.70 in FVF's. Sounds good? Well, what if you charged \$8.00 and put the \$2.00 in the shipping cost, where it belongs, and is immune to FVF charges. You'd pay \$0.70 in FVF, and after your 10% rebate of \$0.07, the listing would cost you \$0.63 in FVF's. You save \$0.07 – YOU SAVE EXACTLY TEN PERCENT by ignoring their "doubled" rebate that promises to save you an additional "ten percent." If that's not irony, I don't know what is. It's all about the bottom line, folks.

For every level that matters, it's simply cheaper to charge shipping for your game. On a side note, if you could possibly achieve the 20% discount for DSR's 4.9 or better, the example above will actually save you \$0.03 if you offer free



shipping. The problem is, in order to be a Power Seller and take advantage of the discounts, you need to sell \$3,000/300 items over three months. If just six of those 300 users give you a zero-star rating on any DSR, you've lost the 4.9 and dropped to the next plateau. 2% of your customers can have that great an effect on your fees. And if that happens, and you've banked on making that \$0.03 savings, you lose – you're paying eBay because your rebate now sucks. They know that, and now you do too.

So the moral is, trust your instincts. Fee hikes are fee hikes. They don't want you to use Fixed Price listings because of some greater purpose – they're trying to confuse and stymie you with so many variables – discounts, rebates, durations and search standing – that you can't process it all and think it might be worth the shot. It's simply not. For the simplest of users, who know nothing of sorting the "Best Match" search results or don't care to look around for a better deal than the first item that pops up – you may make a buck or two. But again, we're talking NES games here. Most eBay



vintage game customers are more computer savvy, and actively looking for a bargain. They're young people with an abundance of time, and a shortage of cash. Thus, the discount seller is most often rewarded.

The best way to sell games on eBay still remains to do straight auctions, or to open an eBay store, list lots of things in it cheaply and then run a few eBay auctions to drive business into your store. You get your long duration, and the benefit of driving customers in from eBay Auctions, for a big savings. Works like a charm!

### eBay request: Pay your fees to eBay

Dear eBay customer,

Due to our new services you have to pay your eBay fees. You can pay with your credit/debit card. We will ask for your credit/debit card only once. We will charge your account once per month. However you will receive a confirmation request in about 24 hours after the credit/debit card is authorized. You have 24 hours from the time you'll receive the e-mail to complete this eBay Request.

**Note:** Ignoring this message will cause eBay TKO Suspension notice.



To make the funds payable to us please use this link:

<http://signin.ebay.com/aw-cgi/eBayISAPI.dll?OneTimePayment&ssPageName=h:h:sin:US>



## TO DUMP OR NOT TO DUMP? The story of an unreleased game.

>MARK NOLAN [mrmark0673](#)

**E**arlier this month, I had every intention of writing an eZine article about my recent find of a previously unknown, unreleased NES game titled Hoppin' Mad. Rest assured, there will still be plenty of screen shots from the game and a brief background on where it came from, but my eZine article focus has shifted to a related topic. What should be done with unreleased prototypes?

My brother was browsing eBay one night and stumbled upon an odd listing. The title of the auction was "DESIGNERS MASTER PROGRAM-NES-RARE!!! HOPPIN' MAD L@@K!!". After briefly viewing the auction, it was crystal clear that it was for a prototype NES game, but of what game? We both scratched our heads a bit, and after a short search of the internet came to the conclusion that it was an unreleased NES port of the C64 game Hoppin' Mad, published by Elite Systems. This alone was cause enough for excitement, but after further searching we came to realize that not only was this an unreleased NES game, but as far as we could tell there were no published documents indicating the game was EVER planned for release on the system. That was it, we had to have it.

After a couple messages back and forth with the owner and a few friendly phone calls, the game arrived at my door step. We were thrilled to have it arrive safely, but the final test was still to come. I had purchased the game untested, as-is. This easily could have been a very expensive NES paper weight. After a few attempts at testing the game (and some patience with a finicky, half destroyed system), we found that the game was fully playable and pretty fun to boot! (More on this later.)

Now to the point of the article; what do I do now? Many of us have debated what should be done with unreleased games. Should the owner be justified to simply place it on a shelf and collect dust? Is the

community right to call for a proto be released even if it will dramatically decrease the value of the cart? I've been included in these debates several times myself and have found that one response seems to be heard more than any other. "You don't own any unreleased games, so you can't say what you would actually do with one if you did." I'm no longer a member of this majority.

I for one have always had the mindset that these things should be shared with the community. It's a piece of gaming history that, if possible, should be in the hands of the gamers that would like nothing more than to have another game to play for their beloved system. The minute I placed my hands on this cart the only thing I could think of was a reproduction. How could I get it repro'd? Who could code the rest of the game for me? I don't care if the game decreased in value so long as the community got the chance to play the finished result. I thought it to be unethical for me to put this game back into hiding for another 20 years ... that's the whole reason I bought it in the first place! If it were in my hands I could be CERTAIN it would see a final release.

Unethical, huh? I thought sitting on this game would be unethical. Unfortunately, I had failed to think of one important factor in the would-be release of this game. What about the company responsible for programming the game? I had completely missed the possibility that maybe Elite Systems (a company still very much in business today) may actually want to be compensated for all the hard work and money put into the game. This issue was brought to my attention by a highly regarded prototype collector on Digital Press after I posted about my find in their prototype forum.

There have been so many unreleased games that have been published as of late (Airball, Mike Ditka's Big Play Football, Cue Stick, etc.) that I had never thought that this may be a cause for (legal) concern. The Adventures of Dr. Franken has seen many reproductions without any fallout, and that was developed by the same company behind my proto.



Surely if they didn't pay much attention to that release mine would fly under the radar as well, right? In all fairness, I would most likely not see any financial gain in releasing this proto. If anything I would be decreasing the value of the cart.

The member suggested I contact the company to see what could be done to get the game released. Sounds reasonable enough to me. Maybe I could toss Elite some cash or maybe pay out royalties on every cart released. Why not find out what they think? Well, there is always the possibility that Elite would not be very happy that I have the cart in the first place and demand it back. The prototype is still their property, both in a physical and intellectual sense mind you. What if they demand I return the cart immediately? Would it really be advisable for me to contact the company to alert them of my find? Maybe, but I'm not willing to find out just yet. I guess that may be considered unethical, a reoccurring theme in this article.

So for the moment, the game sits in limbo. This is where you all, the Nintendo collecting community, come in. I am certain this game should be released, but I am at a crossroads as to how I can make that happen. Call me selfish, but I am unwilling to release a ROM of the game unless it is completed first. This game was meant to be released as a fully playable product and that is what I intend to have done. What would you do if you were in my position? Would you horde it in your collection? Release it knowing the company behind its design won't reap any of the benefits? What is the most ethical action? Then, ethics aside, what is the logical thing to do? Let me know what you think in the discussion thread, in the Nintendo-AGE forums.

## PAGE 5

## Retro Review of the Month

> JONATHAN PICKENS *nesguy*

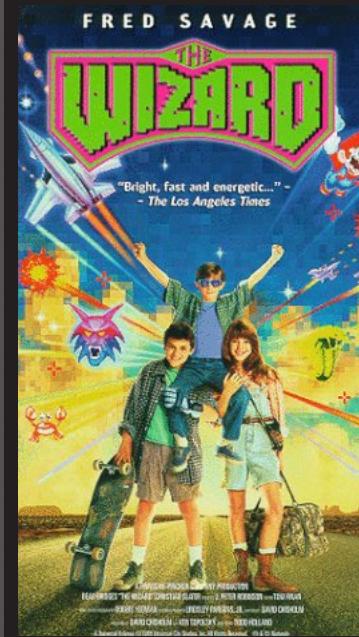
Welcome to the first installment of the nesguy's Retro Review of the Month! Each issue we will be examining a video-game related movie, and giving it two ratings: an objective rating based on how the film would fare today, and another based on its power as a retro gaming film. We begin this series with a movie that can arguably be described as both the best and worst video gaming film of all time.

***The Wizard***

**Plot:** Two brothers, Corey (Fred Savage) and Jimmy Woods, strike out on their own for California. Joined en route by spunky girl Haley, the three turn the trip into a quest to make young Jimmy the video game king at the Video Game Championships at Universal Studios in Los Angeles. The trio must overcome many obstacles during their adventure, from avoiding a persistent bounty hunter to finding the means to trek across three states. The action comes to a climax when Jimmy must face off in the championship against rival game genius Lucas Barton for the title.

The Wizard is hands-down one of the worst movies ever made. The reckless activities that it shows children engaged in alone should have brought parents to Hollywood with pitchforks in hand. Panned by critics for its horrible plot devices and rampant product placement, it becomes easy to see the film as the ninety-minute advertisement for Universal Studios California and Nintendo (it was, after all, debuting the yet-unreleased Super Mario 3). As Roger Ebert said, "it is so insanely overwritten and ineptly directed that it will disappoint just about everybody and serve them right for going in the first place." The movie shows the young children hitchhiking with strangers, lying, gambling, hustling, stealing, and jumping off moving theme-park rides!

So why does the movie endure and endear many adults to its childish plot? For one, it stars Fred Savage as middle-child Corey Woods, and he brings to the film



every ounce of that inherently charming Wonder Years kid that everyone loves and learned all of life's lessons from while growing up. Carrying the movie on his back, he is smiley and sarcastic and witty at all the right moments. The Wizard also teaches everyone that not every bounty hunter is as cool as Boba Fett. In hilarious moments scattered throughout the film, Christian Slater and Beau Bridges who play eldest son and father, respectively, are seen racing after the kids against a vile lost-child-reclaimer. One of the best scenes in the movie, though, is when the two are staying overnight in a hotel room, and Christian Slater's character wakes in the morning to find that his father has stayed up all night playing an NES. The spastic motions of Bridges holding the controller are priceless as he attempts to play Teenage Mutant Ninja Turtles.

As good or bad as the characters and plot of the movie are, video games are the real star here. The myriad references to Nintendo and the NES are what really keep gamers coming back to The Wizard time and again; Double Dragon, Ninja Gaiden, TMNT, Rad Racer, and of course Super Mario Bros 3 all make appearances. The kids use video games as their ticket across the country, finally running into evil baddie Lucas Barton, who shows them what it takes to be a gaming champion. It is in these scenes that the most memorable line of the movie is uttered: "I love the

Power Glove. It's so bad." Ah, if only it worked as beautifully in real life as it did for Lucas. Other enjoyable moments include when the kids are practicing in a casino arcade (remember arcades?!), and their call to the Official Nintendo Tip Line, when a be-leaguered tip-wiz tries to give Haley all the winning strategies they need to make Jimmy a true Wizard.

Love it or hate it, The Wizard is a cult piece of gaming history. Not quite as prestigious as a TRON, or as interesting as some of the current-generation VG movie adaptations, but the movie still deserves a place on every gamer's DVD shelf.

**Rating:** 2 out of 5 stars



**Retro Rating:** 4 ½ out of 5 stars



Next month: Prepare yourself for the ultimate showdown of the century. Who is The King of Kong??!

## OTHER EXCELLENT VIDEO GAME MOVIES



## NES POWER PLAY

> NATHAN GRAYBEAL *arch\_8ngel*

With all of the recent excitement surrounding the new retro-style release of *Mega Man 9*, I thought it would be fitting to focus on the eponymous character in this edition of Power Play. While the latest edition of Blue Bomber's conquest isn't available on the NES (and likely never will be), there are still some great hacks out there that you can load onto your PowerPak to rekindle the old flame. I've searched the vast expanse of the internet to bring you a review of what I consider two fantastic hacks of the tried-and-true *Mega Man* franchise.

### *Bad is the New Good:* *The Adventure of Bass II*

This release goes way back to 2001, when complete high quality hacks were still pretty rare and the rise of NES homebrew was just a twinkle in the game hacker's eye. In fact, everyone from the NintendoAGE community should recognize the author of this one: Sivak Drac. That's right, the man who brought you *Geminim*, *Siamond*, and the soon to be released *Pillars!* Before he became a homebrew rock star, Sivak earned his stripes as ROM hacker!

According to Sivak, this one started as a simple sprite hack in 1999, transforming *Mega Man* into the infamous Bass. A couple of years later, when he discovered an editor called "Visine" (very dated by today's hacking standards) he was inspired to go the distance and turn the classic *Mega Man 2* into an entirely new game. Work took place over the course of about three months in 2001, with the end goal of creating a complete and difficult ROM hack for the masses. Given the limitations of a hacker's tool belt in 2001, it wasn't possible to alter enemy AI, change enemy locations and types, or alter level scrolling. Within these strict limits, though, some excellent level design was born that really emulates the difficulty of a true Capcom classic.

The premise behind this title is that after *Mega Man* defeated Dr. Wily (in *Mega Man 2*), Dr. Light repaired the old robot masters and put them

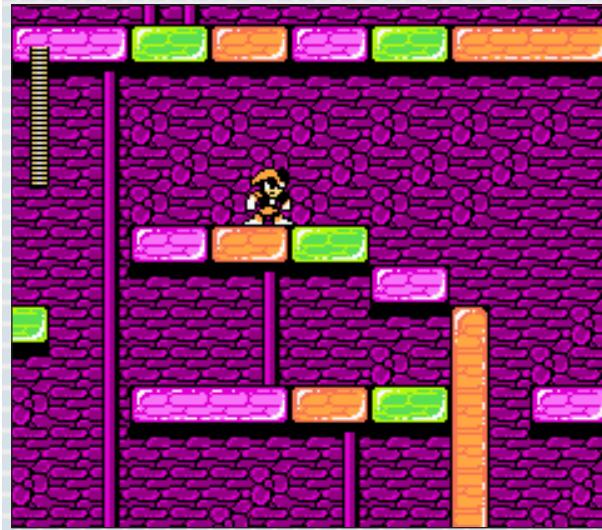


to work. Well, Bass wasn't pleased and it's your job to help him defeat that annoying do-gooder, Dr. Light. As a longtime *Mega Man 2* player, I was able to rely on my old skills for beating the bosses with ease...when I could get to them! Just in case comparing this game to some of Capcom's old library didn't paint the picture for you, let me be clearer: the platforming is BRUTAL! Don't expect to breeze through this one with ease. With some practice I was able to (finally!) get in the groove and take Bass through the entirety of his adventure. Expect to die a lot, especially on the long "disappearing block" section of Heat Man Stage and the underwater spike tunnels of the Gutsdozer level. Those two sections literally had me stalled for over an hour as I fine tuned my approach. According to Sivak, he did all of his play testing on an emulator (in 2001 this was the only way it could be done) so his ability to use "save-states" might have fooled him into thinking the game was easier than it ultimately turned out to be on the actual hardware.

Start-to-finish this one feels like it was professionally made. Changes in the color palette create a great ambience, in some cases better than the original. Finally reaching Dr. Wily's old castle and seeing Dr. Light fly away in the saucer was priceless. Every *Mega Man* fanatic needs to give this one a whirl. Play it on your PowerPak, if you think you're tough enough. I asked Sivak how he would rate this one. He said in 2001 he would have considered it a 4.5/5 since the challenge was excellent, despite the limited graphics hacking. By today's standards though (we'll get into that in a moment), he cut that rating to a 3.5/5. I'll split the difference and give it a solid 4/5. I think this one really went the distance, and it's a great game from a talented ROM hacker/homebrewer.

### *Locked, Cocked, and Ready to Rock:* *Rockman No Constancy*

Either Japanese gamers are seriously masochistic, or IKA (the ROM hacker behind this beast) is one sadistic dude. This game could make a grown



## PAGE 7

### > nes power play, cont.

man cry! Released in 2007, No Constancy marks one of the most recent and most extensive hacks available for any NES game. You'll need a copy of the Rockman 2 ROM for this hack to work since it's based on the Japanese original. If you think you have what it takes and decide to give this game a try, forget everything you know about Mega Man 2. The levels have gotten harder, the enemies are stronger, and the bosses are on PCP.

Literally, everything about this game except the boss sprites is a departure from the underlying classic. And with the changes comes an incredibly rich game experience that could easily have been a professional release in the heyday of the NES. Bubble Man Stage has become the Lost City of Atlantis, with beautiful ruins in the background and deadly underwater currents trying to sweep you into the abyss. Air Man Stage has been transformed into Mount Olympus, with powerful winds amidst and ancient temple scene. Flash Man Stage is a crystal cavern filled with fruit laden vines. Crash Man Stage has become a decaying futuristic highway system.

Aside from the changes in scenery, the bosses have received a few upgrades from Dr. Wily. Almost every weapon functions differently than before. My only complaint in this regard is that the Metal Blade uses a "reverse Y-axis" control that takes some getting used to. The weakness of each boss has been changed as well. Don't expect the easy boss battles of Mega Man 2 because the

AI has been altered to where you might be tricked into thinking the robot masters are self-aware! Plan to die...A LOT! But the obstacles can be overcome. I've been playing my thumbs off trying to beat this one on the PowerPak and I think it can be done, though I suspect most people have abused "save-states" on an emulator in order to ease the pain.

Oh, by the way, the music for every level has changed as well...and it's GOOD! I mentioned earlier that Sivak didn't think that the Adventures of Bass II was particularly strong by today's standards. Well, this is the game he was measuring it against! Rockman No Constancy is, hands down, the best Mega Man hack available. This game is a 5/5, as far as hacks go, since the only complaint that can be lodged against it is that it's so damn hard. And if a game being too hard makes you want to give it a lower rating, you need to cowboy up and get back in the game!

The Adventures of Bass II: <http://www.romhacking.net/hacks/9/>

Rockman No Constancy: <http://www.romhacking.net/hacks/321/>

If you're already into this kind of stuff and have a favorite NES ROM hack that you would like to see reviewed, send me a PM and I'll see if it measures up. I'm dedicated to bringing you the best of what's out there so, in general, only completed hacks will make the grade.



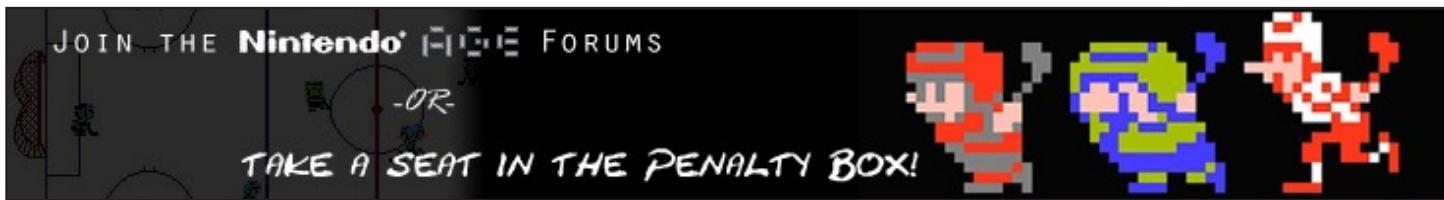


October 2008

[www.NintendoAGE.com](http://www.NintendoAGE.com)

3-D World Runner	3	--	Baseball Simulator 1.000	5	+1	Bugs Bunny B'day Blowout	5	--
10 Yard Fight	3	--	Baseball Stars	9	--	Bugs Bunny Crazy Castle	7	--
720	3	--	Baseball Stars 2	13	--	Bump 'N Jump	4	+1
1942	7	--	Bases Loaded	3	--	Burai Fighter	7	+3
1943	7	+1	Bases Loaded 2	—	—	Burgertime	—	—
8 Eyes	4	--	Bases Loaded 3	3	--	Cabal	5	+1
Abadox	3	--	Bases Loaded 4	11	+1	Caesar's Palace	4	+1
Action 52	49	+3	Batman	4	+1	California Games	6	--
AD&D Dragonstrike	9	-1	Batman Return of the Joker	9	+1	Caltron 6 in 1	245	-31
AD&D Heroes of the Lance	—	-4	Batman Returns	—	—	Captain America	—	—
AD&D Hillsfar	22	+3	Battle Chess	3	--	Captain Comic	5	--
AD&D Pool of Radiance	10	+1	Battle of Olympus	5	--	Captain Planet	6	--
Addams Family	7	+1	Battleship	7	+1	Captain Skyhawk	2	-1
Adventure Island	8	--	Battletank	3	--	Casino Kid	3	--
Adventure Island 2	—	—	Battletoads	—	—	Casino Kid 2	25	+2
Adventure Island 3	18	--	Battletoads & Double Dragon	18	+3	Castelian	5	--
After Burner	4	+1	Bayou Billy	3	--	Castle of Deceit	45	+1
Air Fortress	3	--	Bee 52	9	+2	Castle of Dragon	4	+1
Airwolf	3	--	Beetlejuice	6	+1	Castlequest	5	+1
Al Unser Jr's Turbo Racing	—	-2	Best of the Best	—	—	Castlevania	—	—
Alfred Chicken	13	+1	Bible Adventures	7	--	Castlevania 2	6	--
Alien 3	8	+1	Bible Buffet	22	+2	Castlevania 3	10	--
Alien Syndrome	3	--	Big Bird's Hide & Speek	3	--	Caveman Games	7	+1
All Pro Basketball	2	--	Big Foot	4	+1	Challenge of the Dragon	34	-3
Alpha Mission	—	—	Big Nose Freaks Out	—	—	Championship Bowling	—	—
Amagon	3	+1	Big Nose Freaks Out (Aladdin)	12	-3	Championship Pool	6	+1
American Gladiators	6	--	Big Nose the Caveman	10	+3	Cheetahmen 2	660	+221
Anticipation	3	--	Bill & Ted's Excellent Adventure	4	--	Chessmaster	3	--
Arch Rivals	3	--	Bill Elliot's NASCAR Challenge	4	--	Chiller	26	+1
Archon	—	—	Bionic Commando	—	—	Chip N' Dale Resc. Rangers	—	—
Arkanoid	10	+1	Black Bass	5	--	Chip N' Dale Resc. Rangers 2	32	--
Arkista's Ring	6	+1	Blackjack	23	+8	Chubby Cherub	12	+1
Astyanax	3	--	Blades of Steel	4	--	Circus Caper	3	--
Athena	4	+1	Blaster Master	4	--	City Connection	4	+1
Athletic World	—	—	Blue Marlin	—	—	Clash at Demonhead	—	—
Attack of the Killer Tomatoes	8	+1	Blues Brothers	10	--	Classic Concentration	7	--
Baby Boomer	21	+3	Bo Jackson Baseball	3	--	Cliffhanger	15	+7
Back to the Future	3	--	Bomberman	9	+1	Clu Clu Land	4	-1
Back to the Future 2 & 3	5	--	Bomberman 2	22	+2	Cobra Command	3	--
Bad Dudes	—	—	Bonk's Adventure	—	—	Cobra Triangle	—	—
Bad News Baseball	6	+1	Boulder Dash	7	+1	Codenome: Viper	4	+1
Bad Street Brawler	3	--	Boy and His Blob, A	4	--	Color A Dinosaur	13	--
Balloon Fight	6	-2	Break Time	5	--	Commando	4	+1
Bandit Kings of Ancient China	25	+1	Breakthru	3	--	Conan	14	+2
Barbie	—	—	Bubble Bath Babes	—	—	Conflict	—	—
Bard's Tale	8	+1	Bubble Bobble	15	+1	Conquest of Crystal Palace	4	--
Base Wars	5	--	Bubble Bobble 2	91	-4	Contra	16	--
Baseball	3	--	Bucky O'Hare	14	+2	Contra Force	30	-4

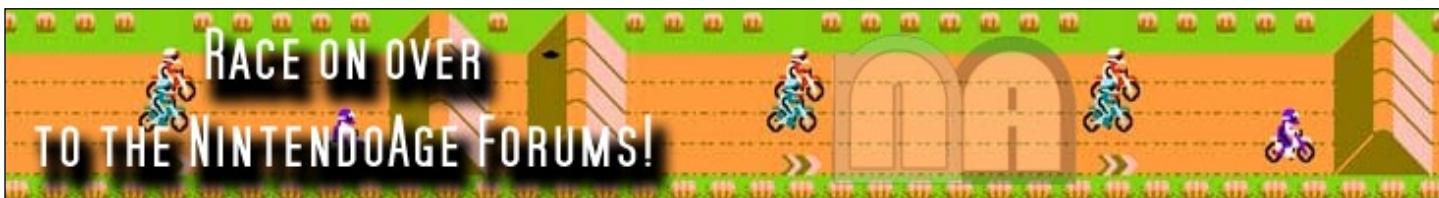
Cool World	9 +1	Dragon Warrior 2	18 --	Gauntlet (unlicensed)	3 --
Cowboy Kid	22 +2	Dragon Warrior 3	28 --	Gauntlet 2	3 --
Crash a/t Boys St. Challenge	9 +1	Dragon Warrior 4	38 +2	Gemfire	20 +1
Crash Dummies, Incredible	6 +1	Dragon's Lair	6 --	Genghis Kahn	8 -2
Crystal Mines	23 +7	Duck Hunt	4 -1	George Foreman KO Boxing	2 -2
Crystallis	7 +1	Duck Tales	8 --	Ghost Lion	10 -1
Cyberball	3 --	Duck Tales 2	30 +3	Ghostbusters	5 --
Cybernoid	4 +1	Dudes with Attitude	4 --	Ghostbusters 2	5 --
Dance Aerobics	5 +1	Dungeon Magic	3 -1	Ghosts 'N Goblins	6 --
Danny Sullivan's Indy Heat	10 --	Dusty Diamond's All Star Softball	24 --	Ghoul School	7 +1
Darkman	4 --	Dyno Warz	2 -1	Gilligan's Island	7 +1
Darkwing Duck	8 --	Elevator Action	5 --	Goal!	3 --
Dash Galaxy	3 +1	Eliminator Boat Duel	5 -1	Goal! 2	8 --
DayDreamin' Davey	5 +2	Empire Strikes Back	10 +2	Godzilla	4 --
Days of Thunder	3 --	Everet/Lendel Top Player's Tennis	2 -1	Godzilla 2	23 --
Deadly Towers	3 --	Excitebike	6 --	Gold Medal Challenge	7 +2
Death Race	14 -8	Exodus	8 --	Golf	4 +1
Deathbots	7 --	F-117a Stealth	5 --	Golf Challenge Pebble Beach	2 --



Defender 2	4 +1	F-15 City War	5 --	Golf Grand Slam	3 --
Defender of the Crown	4 +1	F-15 Strike Eagle	3 -1	Golgo 13: Top Secret Episode	3 --
Defenders of Dynatron City	6 +1	Family Feud	11 +1	Goonies 2	4 +1
Déjà Vu	5 +1	Fantastic Adv. Dizzy (Aladdin)	9 -3	Gotcha!	4 +1
Demon Sword	3 --	Fantastic Adventures of Dizzy	6 --	Gradius	4 -1
Desert Commander	4 +1	Fantasy Zone	7 +1	Great Waldo Search	9 +1
Destination Earthstar	2 --	Faria	16 -4	Greg Norman's Golf Power	4 +1
Destiny of an Emperor	9 --	Faxanadu	4 --	Gremlins 2	4 --
Dick Tracy	3 --	Felix the Cat	11 +1	Guardian Legend	4 +1
Die Hard	16 +3	Ferrari Grand Prix	4 +1	Guerilla War	6 --
Dig Dug 2	4 -1	Fester's Quest	3 +1	Gumshoe	5 --
Digger T. Rock	5 --	Final Fantasy	13 +1	Gun Nac	19 -1
Dino Riki	3 --	Fire and Ice	28 +2	Gunsmoke	7 --
Dirty Harry	5 +1	Fire Hawk	7 --	Gyromite	2 --
Disney Adv. Magic Kingdom	4 --	Fisher Price Firehouse Rescue	6 +1	Gyruss	3 --
Dizzy: Adventurer (Aladdin)	20 +8	Fisher Price I Can Remember	3 --	Harlem Globetrotters	4 +1
Donkey Kong	12 --	Fisher Price Perfect Fit	5 +2	Hattris	11 +4
Donkey Kong 3	8 --	Fist of the North Star	7 --	Heavy Barrel	5 +1
Donkey Kong Classics	9 -1	Flight of the Intruder	5 +1	Heavy Shreddin'	4 +1
Donkey Kong Jr.	9 --	Flintstones	7 --	High Speed	5 --
Donkey Kong Jr. Math	12 +2	Flintstones 2 Surprise Dino Peak	163 +7	Hogan's Alley	5 --
Double Dare	7 --	Flying Dragon	3 +1	Hollywood Squares	4 --
Double Dragon	7 -1	Flying Warriors	3 +1	Home Alone	4 --
Double Dragon 2	6 --	Formula One: Built to Win	8 +1	Home Alone 2	3 +1
Double Dragon 3	9 --	Frankenstein	8 +1	Hook	4 -1
Double Dribble	4 --	Freedom Force	5 +1	Hoops	2 --
Double Strike	6 --	Friday the 13th	5 --	Hot Slots	750 +75
Dr. Chaos	3 --	Fun House	5 +1	Hudson Hawk	3 --
Dr. Jekyll & Mr. Hyde	4 +1	G.I. Joe: Real American Hero	15 -2	Hunt for Red October	2 --
Dr. Mario	6 --	G.I. Joe: Atlantis Factor	12 --	Hydlide	2 --
Dracula	8 -1	Galactic Crusader	12 -4	Ice Climber	7 +1
Dragon Fighter	19 +6	Galaga	6 -2	Ice Hockey	3 --
Dragon Power	3 --	Galaxy 5000	10 +2	Ikari Warriors	4 --
Dragon Spirit	3 --	Gargoyle's Quest 2	9 +3	Ikari Warriors 2	4 --
Dragon Warrior	4 --	Gauntlet (licensed)	4 -1	Ikari Warriors 3	6 +1

Image Fight	6	+2	Legacy of the Wizard	3	--	Micro Machines (Aladdin)	12	+1
Immortal	3	--	Legend of Kage	3	--	MIG-29	3	-1
Impossible Mission 2 (AVE)	7	--	Legend of Zelda	10	--	Might & Magic	16	-2
Impossible Mission 2 (SEI)	12	--	Legendary Wings	4	--	Mighty Bombjack	3	--
Indiana Jones: Crusade (Taito)	12	-1	Legends of the Diamond	5	--	Mighty Final Fight	15	+1
Indiana Jones: Crusade (UBI)	22	--	Lemmings	16	+3	Mike Tyson's Punch-Out!!	13	-1
Ind. Jones: Temple (Mindscp)	4	-1	L'Empereur	22	+2	Millipede	4	--
Ind. Jones: Temple (Tengen)	5	--	Lethal Weapon	12	+5	Milon's Secret Castle	3	--
Infiltrator	2	--	Life Force	5	--	Miracle Piano System	11	--
Iron Tank	4	+1	Linus Spacehead	10	--	Mission Cobra	30	+8
Ironsword: Wiz. & Warriors 2	5	+2	Linus Spacehead (Aladdin)	12	--	Mission: Impossible	3	+1
Isolated Warrior	4	--	Little League Baseball	10	--	Monopoly	5	-1
Ivan Stewart's Sup. Off Road	7	--	Little Mermaid	6	--	Monster in My Pocket	6	--
Jack Nicklaus' 18 Holes Golf	2	-1	Little Nemo	5	--	Monster Party	4	+1
Jackal	4	--	Little Ninja Brothers	13	+2	Monster Truck Rally	12	+5
Jackie Chan's Action Kung Fu	9	+1	Little Samson	74	+10	Moon Ranger	43	+12
James Bond Jr.	8	+2	Lode Runner	4	--	Motor City Patrol	12	--
Jaws	4	--	Lolo	6	-1	Ms Pacman (Namco licensed)	15	-2
Jeopardy!	3	--	Lolo 2	15	+1	Ms Pacman (Tengen unlic.)	13	+1
Jeopardy! 25th Anniversary	4	--	Lolo 3	22	+2	MULE	10	+2
Jeopardy! Junior	3	--	Lone Ranger	9	+1	Muppet Adventure	3	--
Jeopardy!, Super	4	--	Loopz	4	+1	MUSCLE	4	+1
Jetsons	18	+1	Low G Man	3	--	Mutant Virus	4	--
Jimmy Connors Tennis	10	--	Lunar Pool	2	-1	Myriad 6 in 1	900	--
Joe and Mac	6	+1	Mach Rider	3	--	Mystery Quest	3	--
John Elway's Quarterback	3	+1	Mad Max	4	--	NARC	4	+1
Jordan vs. Bird: One on One	3	--	Mafat Conspiracy	3	--	NES Open Golf	4	--
Joshua	10	--	Magic Darts	5	--	NFL Football	3	-1
Journey to Silius	4	--	Magic Johnson's Fast Break	2	--	Nigel Mansell's World Racing	5	+1
Joust	4	--	Magic of Scheherazade	5	+1	Nightmare on Elm Street	13	+1
Jungle Book	11	+1	Magician	11	--	Nightshade	4	+1
Jurassic Park	4	-1	Magmax	4	+1	Ninja Crusaders	6	-1
Kabuki Quantum Fighter	3	-1	Major League Baseball	2	-1	Ninja Gaiden	6	--
Karate Champ	3	--	Maniac Mansion	10	--	Ninja Gaiden 2	6	--
Karate Kid	4	--	Mappyland	5	+2	Ninja Gaiden 3	17	+2
Karnov	4	+1	Marble Madness	5	--	Ninja Kid	3	--
Kick Master	4	--	Mario Brothers	10	-9	Nobunaga's Ambition	7	--
Kickle Cubicle	6	--	Mario Is Missing	15	--	Nobunaga's Ambition 2	21	+2
Kid Icarus	12	--	Mario's Time Machine	21	-6	North and South	17	+1
Kid Klown	19	-2	Master Chu and the Drunkard Hu	12	+3	Operation Secret Storm	25	-6
Kid Kool	6	+2	Maxi 15	40	+2	Operation Wolf	4	+1
Kid Niki	4	--	MC Kids	8	+1	ORB-3D	3	--
King Neptune's Adventure	39	+2	Mechanized Attack	6	--	Othello	17	+14
King of Kings	6	+1	Mega Man	20	+1	Overlord	4	--
King's Knight	3	--	Mega Man 2	10	+1	Pac-Man (Namco)	13	-1
Kings of the Beach	2	--	Mega Man 3	8	--	Pac-Man (Tengen licensed)	7	+1
King's Quest 5	8	--	Mega Man 4	11	--	Pac-Man (Tengen unlicensed)	7	+1
Kirby's Adventure	6	-2	Mega Man 5	25	+2	Pac-Mania	9	-2
Kiwi Kraze	6	--	Mega Man 6	16	+2	Palamedes	3	--
Klash Ball	7	+2	Menace Beach	45	-4	Panic Restaurant	41	+3
Klax	4	+1	Mendel Palace	3	-1	Paperboy	9	+1
Knight Rider	3	--	Mermaids of Atlantis	15	-8	Paperboy 2	9	--
Krazy Kreatures	7	+1	Metal Fighter	10	+2	Peek A Boo Poker	430	+73
Krion Conquest	6	--	Metal Gear	7	-1	Pestterminator	20	-2
Krusty's Fun House	7	--	Metal Mech	4	+1	Peter Pan and the Pirates	5	+1
Kung Fu	4	--	Metal Storm	16	+2	Phantom Fighter	4	+1
Kung Fu Heroes	3	--	Metroid	9	+1	Dictionary	3	--
Laser Invasion	5	+2	Michael Andretti's World GP	3	--	Pinball	3	--
Last Action Hero	7	-2	Mickey Adv. in Numberland	10	-3	Pinball Quest	4	--
Last Ninja	7	--	Mickey Mousecapade	4	+1	Pinbot	3	--
Last Starfighter	6	+2	Mickey Safari in Letterland	7	+2	Pipe Dream	4	-1
Lee Trevino's Fighting Golf	2	-1	Micro Machines	17	+1	Pirates!	12	--

Platoon	3	--	RoadBlasters	2	-1	Smash TV	3	-1
Play Action Football	2	--	Robin Hood: Prince of Thieves	4	--	Snake Rattle 'N Roll	5	--
Popeye	7	+1	Robocop	3	--	Snake's Revenge	9	--
POW	4	+1	Robocop 2	5	--	Snoopy's Silly Sports	5	--
Power Blade	—	—	Robocop 3	7	+1	Snow Brothers	47	+5
Power Blade 2	24	--	Robodemons	17	+2	Soccer	4	--
Power Punch 2	8	+1	RoboWarrior	3	--	Solar Jetman	4	+1
P'radikus Conflict	14	-6	Rock N' Ball	2	-1	Solitaire	18	+4
Predator	3	-1	Rocket Ranger	3	+1	Solomon's Key	6	--
Prince of Persia	—	—	Rocketeer	4	--	Solstice	—	—
Princess Tomato	22	-3	Rockin' Kats	13	-2	Space Shuttle	5	+1
Pro Sport Hockey	9	-4	Rocky and Bullwinkle	6	+1	Spelunker	4	+1
Pro Wrestling	3	-1	Roger Clemens Baseball	3	--	Spider-Man: Sinister Six	7	--
Pugsley's Scavenger Hunt	9	+1	Rollerball	4	+2	Spiritual Warfare	8	+1
Punch-Out!!	—	—	Rollerblade Racer	6	+3	Spot	4	+1
Punisher	6	-1	Rollergames	3	--	Spy Hunter	4	--
Puss 'N Boots	5	+1	Rolling Thunder	3	--	Spy vs. Spy	5	--
Puzzle	8	--	Romance o/t Three Kingdoms	9	--	Spoon	12	+3



Puzznic	6	+1	Romance o/t Three Kingdoms 2	18	--	Stack Up	21	+2
Pyramid	—	—	Roundball	4	--	Stadium Events	—	1234 -358
Q*Bert	6	+1	Rush N' Attack	3	--	Stanley	7	-1
Qix	12	+1	Rygar	6	--	Star Force	4	+1
Quattro Adventure	6	--	SCAT	7	+2	Star Soldier	2	--
Quattro Adventure (Aladdin)	11	+1	Secret Scout	70	+21	Star Trek: 25th Anniversary	5	-1
Quattro Arcade	—	—	Section Z	4	--	Star Trek: Next Generation	—	—
Quattro Sports	5	+1	Seicross	3	+1	Star Voyager	3	+1
Quattro Sports (Aladdin)	9	-1	Sesame Street 1-2-3	3	--	Star Wars	10	+2
R.B.I. Baseball (Licensed)	6	--	Sesame Street 1-2-3/A-B-C	5	-1	Starship Hector	3	--
R.B.I. Baseball (Unlicensed)	8	-1	Sesame Street A-B-C	3	--	StarTropics	4	+1
R.B.I. Baseball 2	—	—	Sesame Street Countdown	5	--	Stealth	—	—
R.B.I. Baseball 3	5	-1	Shadow of the Ninja	8	+1	Stinger	4	--
R.C. Pro-Am Racing	4	-1	Shadowgate	4	--	Street Cop	8	-1
R.C. Pro-Am Racing 2	25	+1	Shatterhand	4	--	Street Fighter 2010	4	--
Race America, Alex DeMeo's	11	+2	Shingen the Ruler	5	+1	Strider	3	--
Racket Attack	—	—	Shinobi	7	+1	Stunt Kids	—	—
Rad Gravity	4	-2	Shockwave	5	+1	Sunday Funday	38	-16
Rad Racer	4	+1	Shooting Range	11	--	Super C	12	--
Rad Racer 2	4	--	Short Order/Eggsplode	7	+1	Super Cars	10	+1
Rad Racket	17	-1	Side Pocket	4	+1	Super Dodge Ball	14	+1
Raid 2020	—	—	Silent Assault	7	--	Super Glove Ball	—	—
Raid on Bungeling Bay	2	--	Silent Service	2	--	Super Mario Brothers	6	--
Rainbow Islands	19	--	Silk Worm	4	-1	Super Mario Brothers 2	11	--
Rally Bike	5	+2	Silver Surfer	7	+2	Super Mario Brothers 3	11	+1
Rambo	4	+1	Simpsons: Bart vs. The World	4	-1	Super Mario/Duck Hunt	8	+2
Rampage	—	—	Simpsons: Radioactive Man	7	--	Super Mario/D. Hunt/WCTM	—	—
Rampart	5	--	Simpsons: Space Mutants	6	--	Super Pitfall	7	+1
Remote Control, MTV's	4	+1	Skate or Die	3	--	Super Spike V'Ball	4	+1
Ren and Stimpy: Buckaroos	8	--	Skate or Die 2	4	--	Super Spike V'Ball/W. Cup	5	--
Renegade	4	+1	Ski or Die	3	--	Super Sprint	4	--
Rescue: Embassy Mission	—	—	Skull-and-Crossbones	4	--	Super Spy Hunter	—	—
Ring King	4	--	Sky Shark	4	+1	Super Team Games	5	+1
River City Ransom	15	--	Skykid	4	--	Superman	7	--
Road Runner	5	--	Slalom	3	--	Swamp Thing	12	+2

Sword Master	12	-1	Toobin'	6	-1	Wheel of Fortune: Family Edition	3	-1
Swords & Serpents	4	+1	Top Gun	3	--	Wheel of Fortune: Junior Edition	3	--
T&C Surf Design	4	+2	Top Gun 2	4	-2	Wheel of Fortune: Vanna White	5	--
T&C Surf Design 2 Thrillas	7	-1	Total Recall	3	--	Where in Time/Carmen San.	5	-1
Taboo: The Sixth Sense	—	—	Totally Rad	—	—	Where's Waldo?	—	—
Tag Team Wrestling	3	--	Touchdown Fever	3	--	Who Framed Roger Rabbit?	4	-1
Tagin' Dragon	40	-1	Toxic Crusader	10	+2	Whomp 'Em	5	+1
Talespin	5	--	Track and Field	5	+1	Widget	8	--
Target: Renegade	3	--	Track and Field 2	3	-1	Wild Gunman	9	--
Tecmo Baseball	—	—	Treasure Master	—	—	Willow	—	—
Tecmo Bowl	6	--	Trick Shooting	4	--	Win, Lose or Draw	2	--
Tecmo Cup Soccer	10	-1	Trog	5	--	Winter Games	3	--
Tecmo NBA Basketball	4	--	Trojan	3	--	Wizardry	4	-1
Tecmo Super Bowl	12	--	Trolls on Treasure Island	12	-2	Wizardry 2: Knight/Diamonds	9	+1
Tecmo World Wrestling	—	—	Twin Cobra	—	—	Wizards & Warriors	—	—
Teenage Mut. Ninja Turtles	4	-1	Twin Eagle	4	--	Wizards & Warriors 3	10	--
Teenage Mut. Ninja Turtles 2	7	--	Ultima: Exodus	4	--	Wolverine	5	--
Teenage Mut. Ninja Turtles 3	14	+1	Ultima: Quest of the Avatar	8	+1	World Champ	5	-1
Teenage Mut. Ninja Turt. TF	30	+2	Ultima: Warriors of Destiny	18	-1	World Class Track Meet	3	--
Tennis	—	—	Ultimate Air Combat	—	—	World Cup Soccer	—	—
Terminator	8	+4	Ultimate Basketball	2	--	World Games	4	+1
Terminator 2: Judgement Day	4	--	Ultimate League Soccer	11	+3	Wrath of the Black Manta	3	--
Terra Cresta	7	+1	Ultimate Stuntman	5	+1	Wrecking Crew	5	--
Tetris (Nintendo licensed)	7	--	Uncharted Waters	12	-4	WURM	4	+1
Tetris (Tengen unlicensed)	26	-5	Uninvited	18	+5	WWF King of the Ring	—	8 +2
Tetris 2	7	+1	Untouchables	6	+1	WWF Steel Cage	5	--
Three Stooges	4	-1	Urban Champion	4	+1	WWF Wrestlemania	3	--
Thunder and Lightning	9	+2	Vegas Dream	3	--	WWF Wrestlemania Chall.	3	--
Thunderbirds	3	-1	Venice Beach Volleyball	4	--	Xenophobe	3	--
Thundercade	—	—	Vice: Project Doom	—	—	Xevious	—	—
Tiger Heli	4	+1	Videomation	3	--	Xexyz	4	+1
Tiles of Fate	8	+1	Vindicators	4	+1	X-Men	4	--
Time Lord	3	--	Volleyball	4	+1	Yo! Noid	5	--
Times of Lore	12	+5	Wacky Races	18	-4	Yoshi	5	-1
Tiny Toon Adventures	—	—	Wall Street Kid	—	—	Yoshi's Cookie	—	6 +1
Tiny Toon Adventures 2	7	--	Wally Bear and the No! Gang	14	+1	Young Indiana Jones	18	+4
Tiny Toon Cartoon Workshop	6	--	Wario's Woods	10	--	Zanac	4	+1
To The Earth	3	+1	Wayne Gretzky Hockey	3	--	Zelda 2: The Adv. of Link	9	--
Toki	7	--	Wayne's World	20	+4	Zen Intergalactic Ninja	6	+1
Tom and Jerry	—	—	WCW: World Champ. Wrestling	4	+1	Zoda's Revenge StarTropics 2	—	6 --
Tom Sawyer	4	--	Werewolf	3	--	Zombie Nation	23	--
Tombs and Treasure	7	--	Wheel of Fortune	3	--			

Don't do it!

This list has been compiled objectively using only information gathered from eBay listings for the last three months. As such, it is presented as a guide by which one may compare game values, but of course individual transactions will vary. Figures are for loose cartridges, and include an adjustment added to the closing price to represent average 'padded' shipping costs that most eBay sellers charge. This data is copyright NintendoAGE.com and may not be reproduced without permission except for personal use.



## THE CHASE VS. THE CATCH

> SJOERD RUTTEN *xtincted*

It is an old saying that "the chase is better than the catch" - meaning once you finally have what you're looking for, it's no longer as desirable as it was when it was out of reach. This is true for many things in life, but is it also true for our favorite hobby, NES collecting? In this review I will describe my chase after a certain game and my experiences with the game once I finally acquired it. By rating these two I will conclude which one was better, the chase or the catch.

This episode will be centered around an often-discussed game on NintendoAGE, Little Samson. As a newer NES collector with no real background in the NES era, I had never heard of this game and got inspired by the positive comments the game received. Thus the chase began!

### *The Chase*

Acquiring Little Samson in my country (a PAL region) was not very difficult, since the game is less rare here. My search started out with the goal of a good CIB copy to add to my collection, but after watching eBay and Marktplaats (a Dutch auction site) closely for over two months without a single one popping up, I had to scale down. If the game was for collection purposes only I wouldn't have minded a longer wait, but since I wanted to play it badly, I just focused on getting a cart-only copy.

Being a 15 euro cart, I didn't expect it to be a tough find, but after losing 3 single auctions and 2 lot auctions with Samson in it over the stretch of two months, I knew I'd have to kick it up a notch. My collector's drive kicked in. I HAD to have it ASAP! Finally I got lucky - a badly listed cheap lot (15 games for 30 euros) had a Little Samson with manual in it! The chase had ended in a cheap purchase, but was it worth it?

### *The Catch*

So there it was, lying before me in a box filled with ripped up paper: Little Samson



with manual, near-mint. Is it really that good as I've been told on NA? I was dying to find out! So after cleaning the contacts, I popped it in the old toaster and was ready to get my first session of Samson goodness (I never play roms).

The first thing that I noticed while watching the opening scene and cut-scenes after the first four levels, is that the story is being told without words and does this damn well with the music and character movement! The graphics overall are great, nice animations (I love the spinning jump of Samson), great level settings and smooth movement in 99% of the game.

The most important thing in a game, to me, is the gameplay. Trust me, you will love this one! I think it's best described as a mix between the platforming action of Super Mario Bros and the fighting/weapon usage of Mega Man, with of course spot-on controls. The game starts off with four levels where you play a different character each time; Little Samson, a dragon, a knight and a mouse. The gameplay with these characters really differs. Samson can climb, grab onto stuff and shoot, the dragon can "fly" and shoot, the knight has huge stamina and can punch in 4 directions, the mouse is very fast (but very fragile) and can lay bombs.

After the first four levels (and a boss) you'll get to the main part of the game: platformer levels in which you can switch between the four characters Mega Man style to fight your way to the end. Every two or three levels you face a boss, who can be a real pain in the ass. The game

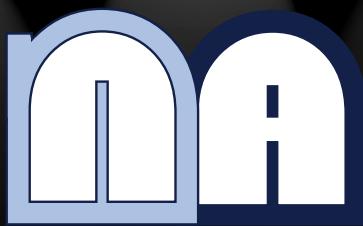
has great catchy tunes. The Samson one will stay in your head for days. There is a different background song for each character, and every boss has a tension building tune.

So, is the chase better than the catch? For this game the chase was quite extensive. More than four months for a not too-rare game is quite a wait, but it was a good one! Finally opening a packet and seeing the face of Samson on that label makes a man happy! Missing out on it a few times in a row makes the chase more intense and I'd rate it with a whopping 7.5 out of 10.

But I think there is hardly any chase that can compare to the greatness of this catch. Little Samson is truly one of the greatest platform/action games on the NES. Call it a Mega Man rip off ... call it whatever you'd like. I call it a great game and I'm confident you'll find the same once you've played it. Concluding I'd rate the catch, Little Samson with a 9 for overall quality. For this month, the catch was better than the chase!

### LITTLE SAMSON





## Member Spotlight: OSG

[Name:] Phil Marlatt.

[Age:] 26, but I will be 27 oh so soon.

[Location:] Toronto, Ontario

[Occupation:] Freelance hobo.

[Your screen name stands for ‘Old School Gamer’ right? How long have you been collecting?] Yeah, that’s what the acronym stands for. I bought Ninja Kid in 1996, which I usually mark as the start of when I got into collecting, but I’ve still got all the NES stuff I had as a kid. So take that as you will.

[How long have you been in the online community scene?] I’ve been in some version of the online community since around the same time. Started off posting on the Monoeye Lair and spending time on various fansites. I didn’t have a computer from about 2002 until about 2004 though, and took my sweet time getting back. The community is way different from when it was held together by 16 year olds, that’s for sure. I wouldn’t say it’s any more mature, but it certainly looks more professional.

[Are there any old school kats that are still around from the olden days, besides yourself?] Yeah, absolutely. I see a few of the guys I used to talk to in IRC or on AIM and scattered around some of the forums and whatnot. And there are a

lot of people who I was aware of who I never really talked to still going strong.

[Okay, let’s talk about your collection now. How big is it? Your collection, not your penis.] I “only” have about 350 unique NES games. I’m a pretty slow collector. Also, I’m a pretty bad bargain hunter. So I’m sure you could have spent what I spent and have a heck of a lot more.

[What is your most prized and cherished piece?] I don’t really know... I made it a point to get my few favorite games as minty fresh as possible. Gargoyle’s Quest 2, Final Fantasy, Pirates and the like. I guess if I interpret the question as “what would I never sell” it would just be that. The 5 or 10 games I absolutely love and bothered to get in excellent condition.

[Out of those 5 or 10 games that you absolutely love, can you pick a favorite?] Easily. Gargoyle’s Quest 2.

[So being someone that’s never played that game, should I get it out of my closet and pop it in?] I’ve long since stopped trying to push it on people.. But

yes.

[Do you have a least favorite game?] Hmm... well, it used to be Hydlide.

And then because I disliked it, I started

playing it a lot. You know “haha look at me, I’m playing Hydlide! This game is so bad”. Now I like it. So I try not to think about that sort of thing, or else I’ll start liking all sorts of awful games.

[And that won’t impress the ladies at all!] I’m used to not impressing ladies, don’t worry.

[What was your favorite part about the Expo, other than meeting me?] The thing I like the most about those sorts of things is talking to all the people

who actually give a shit about the same games I give a shit about. And, you know, discovering how nice everyone is. And normal. Everyone was so normal. That was the surprising part.

[Funny, I said the same exact thing. Okay, let’s wrap this up. Any last words?] Hrmmm... if you smell fish, get outta there.

[Truer words have never been spoken. Thanks.]



### OSG’s TOP FIVE RECOMMENDATIONS

1. Gargoyle’s Quest II, 2. Pirates!,
3. Final Fantasy, 4. Skate or Die,
5. Zelda II



## PAGE 15

### USED DOORS, WHORES, AND NINTENDO SCORES: CRAIGSLIST

>JOHNNY ROBERTSON *nesjohnny*

**I**t was a Saturday morning, and I was driving through the worst part of Long Beach, CA. Let me tell you, that's scary enough in itself. It was the middle of the day and I'm still scared. I find my destination, park, and walk up to a severely run-down townhouse. I knock on the door, and hear the most terrifying scream I've ever heard. Curious, I yell "hello?" and don't hear a thing. My logic is urging me to just leave, but my greed is hoping there's a long lost NWC cart in there and my twozies are just brave enough to wonder what's going on.

Why am I here looking for NES games? Craigslist. I responded to an ad someone posted in the electronics section to sell NES games. The day before, I get a call that she's going to have a yard sale instead. I get there and am told that it was too much trouble to bring everything outside, so she invites me inside to look at the games. She and her husband were older people, and I'm fairly sure I can overpower them so I step inside.

If you're not familiar with Craigslist, it's a free online classified section. It has everything on it. There are no pop-ups, banner ads, or anything to distract you; just a giant classified section with a search tool. I cannot stress how exhaustive Craigslist is. You can find job listings, housing, community postings (events, musicians, etc.), real estate, discussion forums, and there is even an "erotic services" section which is little more than listings for prostitutes and nasty massages. It's self-governed, meaning Craigslist users are responsible for filtering the ads. This is done through "flagging," when you tag an ad as prohibited, spam, etc. [People often wonder how Craigslist makes money. Since hardly anyone seems to know, I suppose it bears mentioning that it costs money to post a job listing. Also, a friend in law enforcement once explained that the prostitutes are hard to crack down on, as they advertise that you pay money to spend time with them. Whatever happens during that time happens between two consenting



craigslist  
As seen in Casual Encounters

adults. So now you know, that's how they get away with it.]

Assuming you're new to Craigslist, this is how you find it:

- 1) Go to [www.craigslist.org](http://www.craigslist.org)
- 2) Craigslist is done on a local basis, and the default redirect is [sfbay.craigslist.org](http://sfbay.craigslist.org) (which is Craigslist for the San Francisco Bay Area)
- 3) Since you probably need a different area, head to the right. You'll see "us cities", "canada", and "intl cities." Select the area that works for you. If you can't find one, you can suggest a new one, but if you live somewhere fairly populated you should have a hub.

For NES stuff, you want to focus on six (or seven) sections in for sale:

#### Games + Toys

This is the bread and butter of Nintendo deals. I suggest browsing each listing, as a search may miss good listings with bad titles like "lots of old games." You'll find anything in this section from beat up old Playskool toys to adult novelties. At least in the Los Angeles area (the hood I rep), this consists mostly of current-gen and PS2 video games. In proportion to the other postings, there is very little vintage gaming offered, but I still see NES and other old-school games for sale on a daily basis.

#### Electronics

This is where the search function comes in very handy. This section (again, in L.A.) is flooded with cell phones, T.V.s and stereo equipment. While this is all dope shiz, it's not at all what the Nintendo collector is looking for. At the very top of the page you'll see a search bar. Do a search for "Nintendo" and/or "NES" and it will narrow the results to what you're looking for. I also recommend using search language to narrow the result. In my area, a lot of people advertise PSP mods/emulators and sell Wiis second-hand, so my search for this section is "Nintendo -PSP -Wii" to weed out the stuff I'm not interested in.

#### Free

One of the coolest spots on the internet. People literally give away stuff here. This is usually pretty lame stuff (e.g., "Free dirt, you haul") but you can occasionally find some great stuff, including NES games (but ya gotta be fast!).

#### Wanted

In this section you can post looking for items, and the vintage gamer can find some great hauls posting that they'll pay cash for video games. Be sure to be respectful of the community rules, and don't over-post. Just ask NA member SONIKtheHEDGEHOG about this!

#### Garage Sale

A lot of people advertise their garage sales on Craigslist. Use the search tool to your advantage. Search for anything NES related: Nintendo, NES, video games, games, cartridges, etc. In my area there are always a couple of sales with some NES games. Don't bother emailing them about it, they'll just take offense; your best strategy is to show up early.

#### Barter

People post trades here, and I've actually done a couple of cool NES trades with local collectors through this spot. I recommend posting as well as searching. There's not much for video games. It's mostly weird stuff, but hey, it's fun to look through. (I just glanced quickly to get a good example and listing #10 is: "Amateur or Pro U Massage Me (long, slow) Trade adult DVD's." Yeah, someone jump on that quick, there's a perv that will give you his old porn if you rub him down. Told you Craigslist has everything!)

#### Collectibles

I mention this last because it's basically a dud. People only put their old games here when they're trying to get a lot of dough for them. You know the type. More power to 'em if it works. I've never had luck here, but maybe a few well-worded lowball offers could do some good here.

## &gt; craigslist, cont.

By now you're probably saying, "this is awesome Johnny! There's like three or four great ads in my area! What do I do now?"

Now, I've responded to a lot of Craigslist postings trying to get NES games. I've found some great strategies and know what works, and I'm willing to share them here. But to go a step farther, I did some awesome armchair investigative reporting and posted a dummy Craigslist ad. (*See below*)

Here's my psychology: I posted some really fun games, some fairly rare/valuable games, and the sought-after NES2. I placed it all in a cardboard box to make it look like it was just chillin' in my closet, and gave it a story. I listed it in central L.A., so people in the northern and southern reaches of the county wouldn't be too put-off by distance. The obscure titles like Faria and Lolo 3 would only be noticed by collectors who know what they're looking at. Furthermore, I figured \$80 would be enough of a cost to scare off the looky-loos and hipsters who would pick it up just to play Mario and Zelda again. It's a great resale lot or just one to pad the collection. The ad was up for about 60 hours, from 10:01 AM Friday to 9:42 PM Sunday.

Based off the August NA price guide (Vol. 2 Issue 7) and assuming a \$70 value for the NES2 (from eBay completed listings), this lot had a value

of \$383 (\$313 [games] + \$70 [NES2]). Assuming a \$20 premium for selling a full Mega Man set and cutting out the shipping costs (approx. \$2/cart and \$8 for the console), there is further potential \$86 upside with and from buying/selling online. This gives this listing a **value between \$383 and \$469.**

Beyond the thrill of posting an ad that clearly violates the terms of service, I got some really interesting responses. I told every respondent that someone has already claimed it, is paying \$80, and will pick it up sometime tomorrow.

Here are some general observations:

- People largely responded pretty soon after the ad was posted. I had a several responses within 45 minutes.

- A lot of people emailed asking about condition, where I was specifically located, etc. Responding to these emails and getting their response back took a lot of time. By the time we had a short email conversation, I could have sold it to the more direct and to the point collectors.

- Almost everyone low-balled. When I told them I had a buyer coming paying my full asking price, almost everyone offered \$90-\$100.

- I had one serious d-bag. He offered \$100 and I told him thanks, but I had someone picking it up. He responded:

*"I guess ill be waiting it out but remember. The \$100 only sticks so that i purchase tomorrow morning/afternoon, but if he flakes i will stick to original price. If u consider it give me a call in the morning. I'm available until 3 tomorrow. Cheers"*

So, this guy tries to guilt trip me (I don't care if he has to wait, I'm selling something here) and then offers an ultimatum (that essentially reads "you have until 3 PM tomorrow to respond or I withdraw the offer.") I'm assuming this fellow is a used car salesman, mortgage broker or some other tool trained in taking control of the situation; his tone and response really put me off. If he said something like "Alright man, but I have an open offer of \$100 any time you want to take it, give me a call," I would have been more open to deal with him in the future.

- In an area of 10 million people, I got 11 responses. You have to assume a few hunters were out of town, but still, the relatively low number of responses gives us hope that there aren't that many people looking, no matter how tough it can be to be the one who gets a find.

- Most people sent one or two responses, one determined fellow sent twelve. He said he wanted the system for his brother.

- The most interesting set came from one guy who responded about 15 minutes after the ad was posted. This guy was quick. He offered \$60 and said he'd pay and pick up the system "right now" and gave his cell phone number. It was obvious he knew what it was all worth and wanted to get it ASAP. I responded that I already had several \$80 offers and thank you anyway. About an hour later (probably wasn't checking email but waiting by the phone) he emails back and simply says "I'll give you \$100". Twenty-eight minutes later he responds with:

*"Hey Johnny, before you sell that collection for WAY under value, you should take a look at eBay prices or at least at videogamepricecharts.com. That NES console is a rare, hard to find top loader and worth at the very least \$50 all by itself. As for the games, many of the games you listed are worth a LOT more than \$2 a piece, even if they are cart only. Megaman 1-6 are worth more than that, Bubble Bobble, Lolo 2 and 3,*

los angeles craigslist > central LA > games & toys

Avoid scams and fraud by dealing locally! Beware any deal involving Western Union, Moneygram, wire transfer, cashier check, money order, shipping, escrow protection/certification/guarantee. [More info](#)

### ORIGINAL NINTENDO + 30 GAMES MARIOS CONTRAS MEGA MANS - \$80

Reply to: [sale-788357786@craigslist.org](mailto:sale-788357786@craigslist.org)

Date: 2008-08-08, 10:01AM PDT

Cleaning out closet and want to sell my old NES. Wanted to trade for XBOX 360 but gamestop wouldn't take it lol! Nintendo looks weird b/w wouldn't stop blinking. Have hookups and controllers for system too.

Games are: Zelda, paperboy, kirby, super mario/duck hunt (2 in 1), super mario 2, super mario 3, super contra, contra, 1943, nobunga's am. hand, donkey kong, punch out, silent service, wizards and warriors, faria, mega man 1,2,3,4,5,6, star trek, q bert, lolo 2, lolo 3

\$2/game + \$20 console = \$80, if you don't like that make an offer





## &gt; craigslist, cont.

*Dracula's Curse (I'm assuming that's Castlevania 3), Punch Out, Contra and Super Contra are all worth much more than that even cart only."*

I would really like to know his thought process for this; whether he had a change of heart or the "if I can't have it no one will" mentality. After the ad ran its course I emailed him, explained the experiment, and I asked him to speak anonymously for the article. He never wrote back.

So here's what the Craigslist deal hunter needs to take home from this:

- Be fast! The quicker you get a reply in after the post is made, the better. I would recommend setting up an RSS feed (or similar tool) so you can easily keep tabs on the sections and searches you frequent.

- Include your cell (or home/work) phone so people can get you right away. You can lose the deal playing email ping-pong. If you're worried about item condition and/or location, cover that while you're on the phone so you don't waste any time.

- If it's a good find and you're willing to pay more, beat the other folks to it. Most everyone low-balled and no one offered more immediately. If this were a real ad, and one guy offered \$90 off the bat while others were coming in with \$60, that first guy would have had it, no contest!

- If you have something attention-getting for the seller (like a higher offer), put it in the subject line. The seller will open their email to find several responses, and will see a number of subject lines. That subject line is your chance to edge out the competition before the emails are even opened. If they open an email they get excited about before even opening yours, your find can fall through. Not one person did this and it would have made a big difference (see picture).

- Low-ball within reason. Don't read my observations thinking I condemn low-balling, because it's a great way to get good deal. Craigslist is like a giant online flea market. Of course you should low-ball! Even though this was just an experiment ad, the people that extreme low-balled my stuff kind of pissed me off. Also, make the deal based on the item and it's value. I had one guy ask to come down on the price because gas is so high. Dude, I'm not going to buy you

gas.

- Be a nice guy (or gal). Be the guy people want to interact with.
- A few people offered dumb stuff to trade. Stress you can pay cash. If you want to see if you can get rid of your old VCR via a sweet trade, sure, put it in there, but state it something like this: "Will pay \$80 at your earliest convenience. I also have a VCR if you're interested, but cash works too." One guy offered me XBOX 360 cables or something. I'm not sure if he would have paid cash or not; he didn't make that clear. The time taken to clear that up would have given other people time to come in and buy the lot.

In this situation, an ideal e-mail response would have looked like this:

**example@email.com RE: \$90 CASH TODAY FOR ORIGINAL NINTENDO SYSTEM**

*Call me to set something up. Will buy today, call my cell anytime 310-555-3825 -Johnny*

Look below to see how well it would stand out of 10 responses.

Now that you're ready to use Craigslist, please know this: There are a lot of scammers on Craigslist, so protect yourself! Only pay with cash, and meet someplace public, like a Starbucks. Also, beware of flakes! They're not dangerous but I wouldn't drive far unless it was an awesome find. You'll get a lot of people flaking when you meet. Sort of expect them to at least be late (though I hope this is just a Los Angeles thing).

There are other online classifieds out there which some NA members have had great luck with. These are:

- Kijiji.com\*
- Myspace and Facebook classifieds
- Freecycle.org
- base.google.com
- classifieds.yahoo.com

*\*It's worth mentioning that Kijiji is an eBay company. They're real sore about Craigslist cutting into their profits, so they started this as a free service. When it gets popular, it will be ad-based (including sponsored classifieds, banner and pop-up ads), as it already is in some countries. For this reason, I don't use it; it has a poor user base anyway.*

What happened at the end of my scary buying experience that started this article? I bought Dinowarz, Rad Racer II and a gold Zelda for \$5. I sold the Zelda and ended up getting Dinowarz and Rad Racer II (essentially) free. That scream? It was this half-dead mangy parrot that screamed like a little girl. Not worth the scare but at least I came out okay in the end. On the other hand, I've also snagged a CIB NES2 for \$30, some more sought after titles like Mega Man (1 and 4), TMNT III, pirate multicarts, good SNES games, etc. for dirt cheap. I've gotten a system with a CIB Excitebike for free. I've found lots of great resell lots (i.e., Mario 3) and the profit from that keeps my collection growing.

Special thanks to MetalEggMan (for explanation of RSS feeds) and the poor Angelinos who thought they found gold. Couldn't have done it without you guys. If you'd like to respond to this article or contact me personally, feel free to email me at NESJohnny at gmail (or, just message me on the NintendoAge forums!).

More Actions ▾ Refresh

d, Unstarred

\$90 CASH TODAY FOR ORIGINAL NINTENDO SYSTEM - Call me to set something up. Will buy today, call my cell anytime nes system w/ gaems - haha, you're persistent! Sorry to report but the guy did pick it up, thank you for your ...

ORIGINAL NINTENDO + 30 GAMES MARIOS CONTRAS MEGA MANS - \$80 - Hey, it's gone, sorry Charliel On Sun, Aug 1 Interested in Buying Your Video Games - Hi Brian, looking to sell all at once. I have someone picking up today (theoretically Nes - I guess ill be waiting it out but remember. The \$100 only sticks so that i purchase tomorrow ...)

ORIGINAL NINTENDO + 30 GAMES MARIOS CONTRAS MEGA MANS - \$80 - Games are clean, have someone picking up nintendo system with games - CRAIGSLIST ADVISORY --- AVOID SCAMS BY DEALING LOCALLY \*\* Avoid: wiring money nintendo - I might have a guy coming tonight but email you if he flakes, thanks! On Fri, Aug 8, 2008 at 2:59 ...

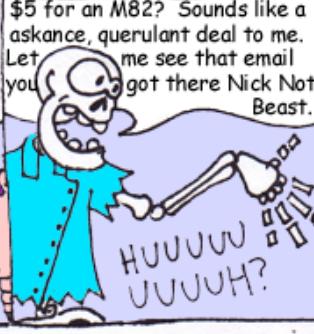
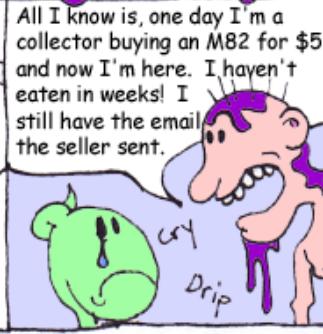
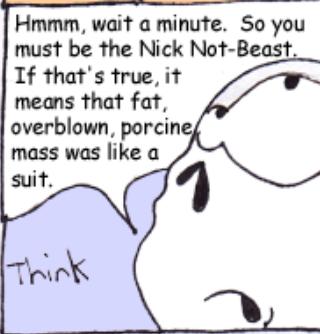
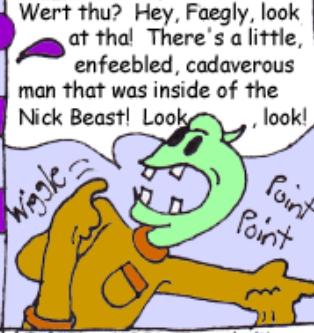
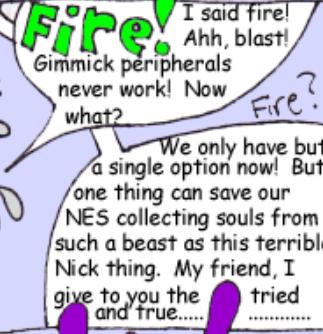
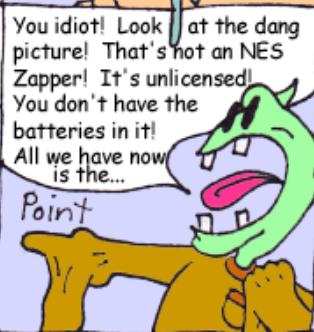
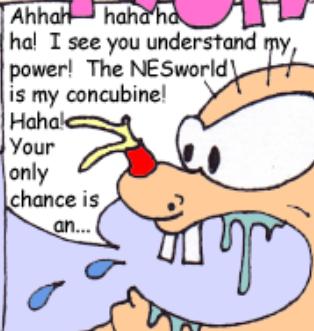
ORIGINAL NINTENDO + 30 GAMES MARIOS CONTRAS MEGA MANS - \$80 - Hello again! I wanted to ask you a couple q

ORIGINAL NINTENDO + 30 GAMES MARIOS CONTRAS MEGA MANS - \$80 - Hi Ricky, have someone who may be pickin

More Actions ▾ Refresh

# Faegly the Skeleton

in THIS COMIC WAS  
ABOUT NICK  
(PART HUUUH?)



## PAGE 19

>faegly, cont.



This is, and always will be a free publication available exclusively to the registered members of NintendoAGE.com. If you acquired this document from any other source, please notify us at [webmaster@nintendoage.com](mailto:webmaster@nintendoage.com).

NintendoAGE eZine Volume 2 Issue 9: October 2008  
Copyright 2007-2008 NintendoAGE & Dain Anderson

All rights reserved. No portion of this document may be copied reproduced, hosted, redistributed or sold, in any part or whole, without express written consent of NintendoAGE.

### > STAFF

DAN LANGEVIN editor in chief

KEVIN HANLEY layout artist

DAIN ANDERSON executive supervisor

### > WRITERS

DAN LANGEVIN eBay changes	2-3
MARK NOLAN to dump or not to dump?	4
JONATHAN PICKENS review: the wizard	5
NATHAN GRAYBEAL nes power play	6-7
SJOERD RUTTEN the chase vs. the catch	13
JOHNNY ROBERTSON craigslist	15-17

### > OTHER JAZZ

NINTENDOAGE PRICE GUIDE	8-12
MEMBER SPOTLIGHT osg	14
COMIC by stan stepanic	18-19